

Year 6 Art Curriculum Map

| Digital / new media | | Digital / graphic design | |
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| Lesson 1 | Digital / new media: To gain an understanding of what New Media is and how it is used in contemporary Art. Theme: Understand what New Media Art is and create Pixel Art. | Lesson 1 | Design / graphic design: To learn what we mean by graphic design. Theme: An introduction to graphic design. |
| Lesson 2 | Digital / new media: To explore the use of sound to inspire art in abstract forms and shapes. Theme: Explore Sound Art and create experiments using sound. | Lesson 2 | Design / graphic design: To learn about Bauhaus and design and make in this style. Theme: Bauhaus: learning about an important graphic design movement. |
| Lesson 3 | Digital / new media: To use your research into sound art, shapes, patterns and designs to develop a large watercolour painting. Theme: Utilise your abstract shapes, inspired by sound, in a developed art piece. | Lesson 3 | Design / graphic design: To learn about a contemporary graphic artist, and research and develop ideas. Theme: Research a contemporary graphic artist and gather ideas. |
| Lesson 4 | Digital / new media: To identify what an algorithm is and create algorithm art experiments. Theme: Experiment with algorithms to adapt in your next lesson. | Lesson 4 | Design / graphic design: To apply our learning about typography and composition. Theme: Develop and apply learning in your own design piece. |
| Lesson 5 | Digital / new media: Develop the work using paint (or colouring pencils) using a colour scheme and using negative space. Theme: Develop one algorithm, abstract experiment using negative space. | Lesson 5 | Design / graphic design: To consider further developments to your work and share your work with others. Theme: Finishing touches and evaluation of graphic design work. |